



Valerie Remaker

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Education

University of Washington

September 2017 - June 2022

BS, Human Centered
Design and Engineering
(HCDE)

BA, Psychology

GPA: 3.63

Skills

Adobe Creative Suite
UX/UI Design
User Research Methods
Usability Testing
Qualitative Research
Visual Design
Prototyping
Figma
Tableau
PHP
Kotlin
node.js
JavaScript
React
HTML/CSS
Wordpress
Curricular Development
CAD

Professional Experience

Instructor, Coding With Kids

September 2018 - Present

Taught both coder's ladder and enrichment classes with a focus on teaching coding fundamentals to students from age 6 to 16. Led students through activities in both drag and drop coding as well as languages such as javascript and python.

Teaching Assistant, UW Department Of CSE

September 2018 - August 2020

Assisted The Professor Of An Introductory Full Stack Web Development Class By Leading Section Twice A Week, Holding Office Hours, Grading Student Work, And Helping To Develop Homework Assignments.

Instructor, iD Tech

June 2018 - August 2018, June 2019 - August 2019

Taught classes for students aged 7-13 spanning topics from robotics, and drag and drop code, to more intense languages like JavaScript, and python. Supervised campers as an overnight staffer, which involved supervising campers who were staying in the dorms during the week, and providing post-camp activities.

Additional Experience

Engineering Ambassador, UW College of Engineering

June 2018 - August 2018, June 2019 - August 2019

Participated in K-14 outreach events at schools in Washington, gave campus tours, met with prospective students and industry representatives. Co-led the STEM Outreach committee which creates educational resources to get younger students into engineering.

UX Researcher & Designer, HCDE K-12 Outreach Impact

April 2019 - August 2020

Studied the impact of K-12 outreach on facilitators by conducting interviews and analysing the qualitative data. Crafted a workbook to teach human centered design while learning from home.

Designer, HCDE Alternative Spring Break

January 2019 - April 2019

Crafted a curriculum to teach physical computing to students on the Makah reservation using the Circuit Playground Express and drag and drop code. The curriculum was taught to students over UW's spring break.